Poses

The Art of life standing still

Poses

The *pose* is your primary tool when animated characters.

Poses

They need to communicate clearly the action and emotion of the shot.

Poses

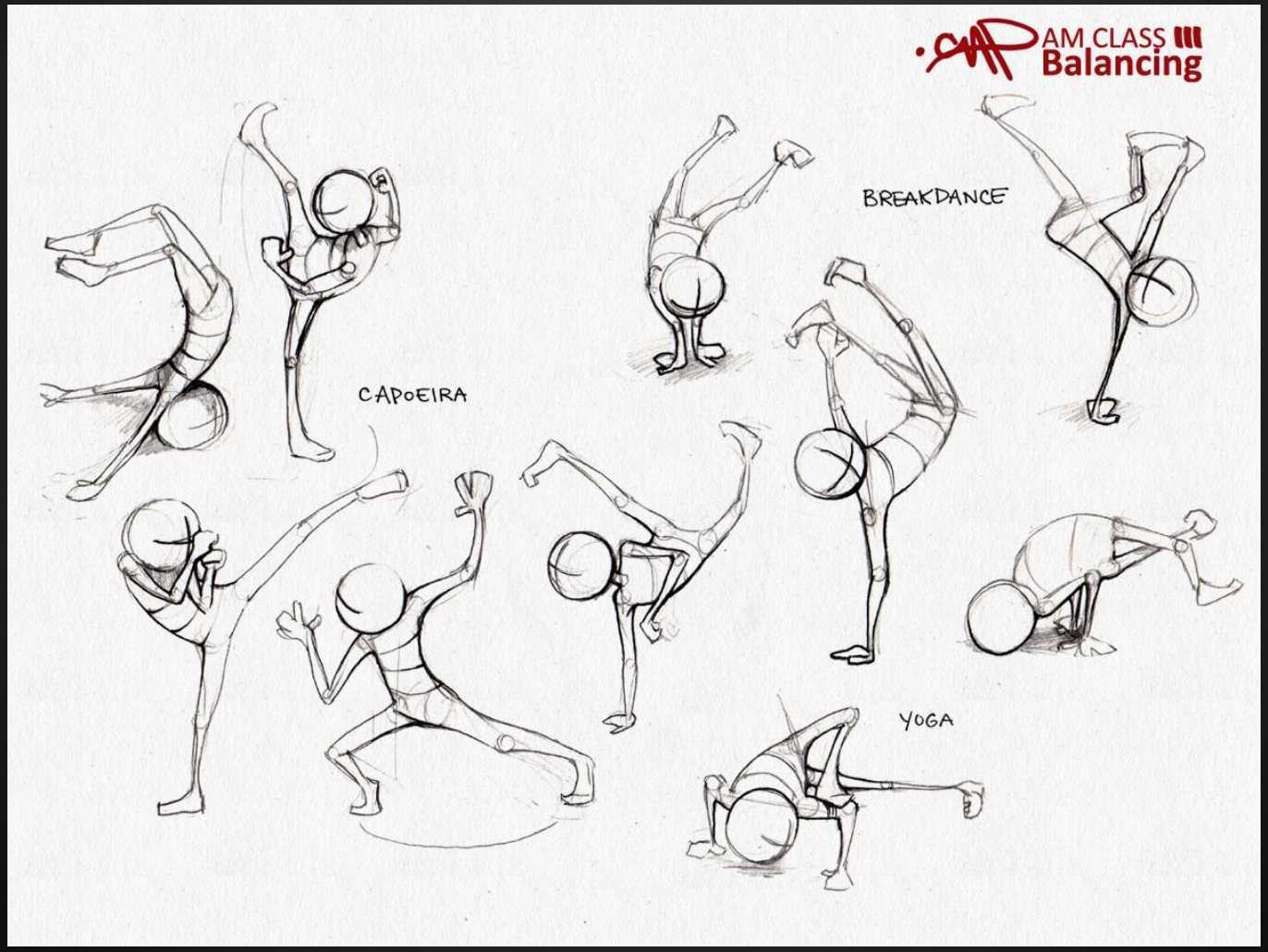
A well crafted pose is sculpted to camera and takes into account the character's entire anatomy.

Poses

Balance is key. You may display a pose from the camera view, but it must be 'balanced' in all views.

Poses

Good thumbnails are key to a good pose. You need to know what you are trying to achieve.



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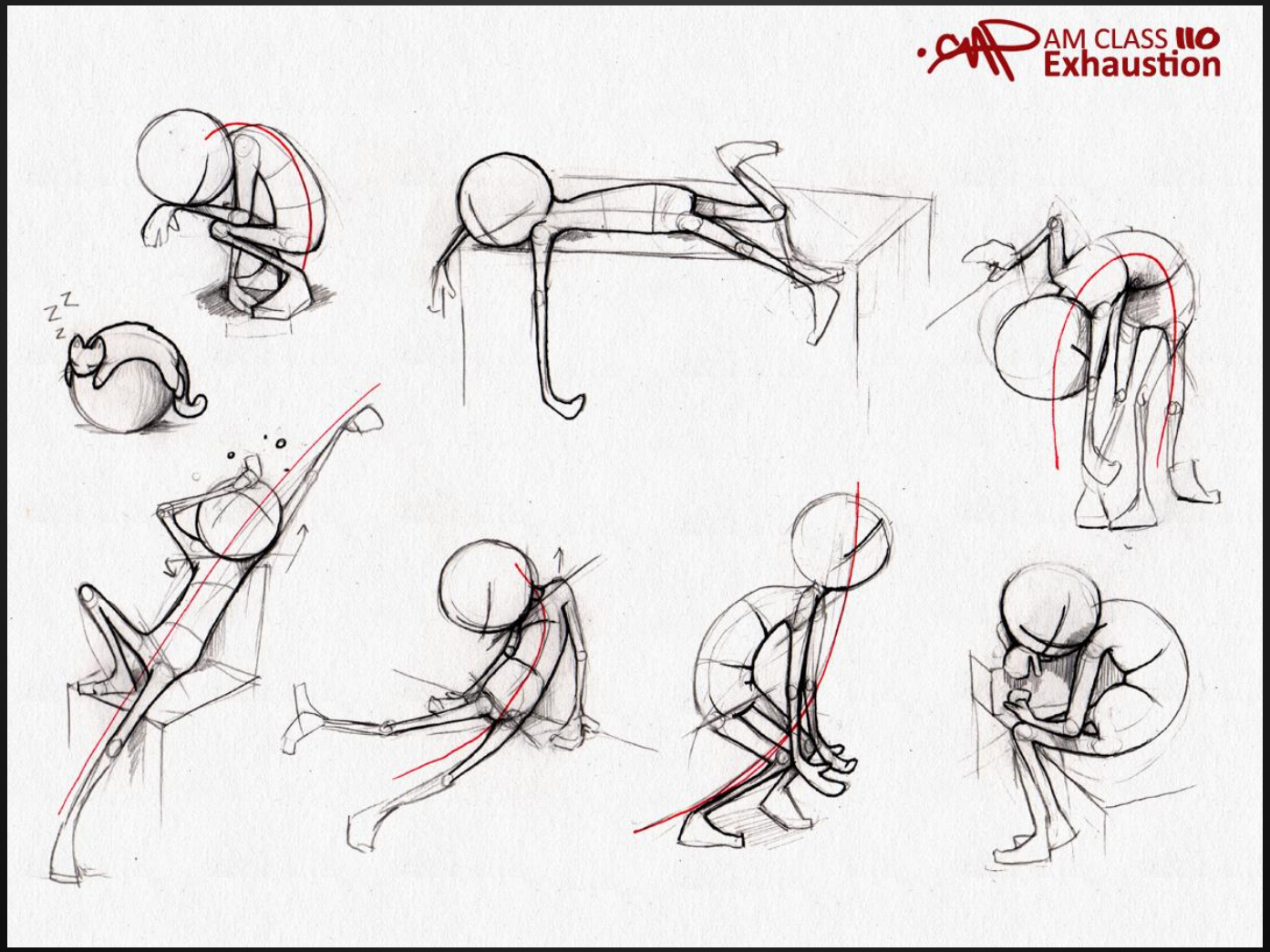
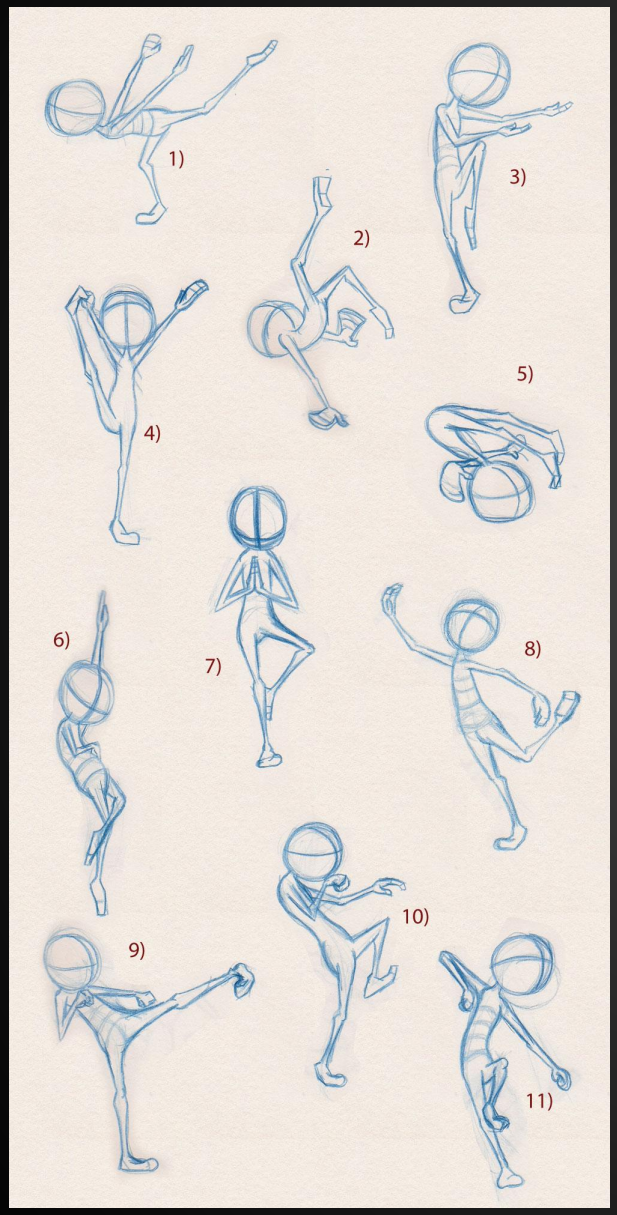
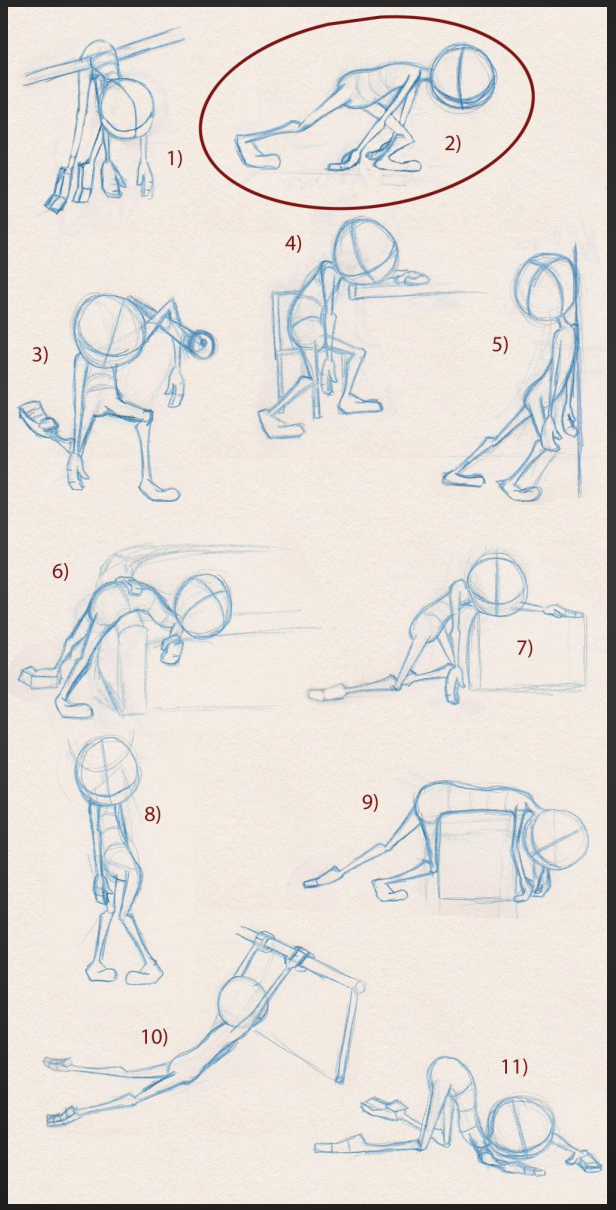


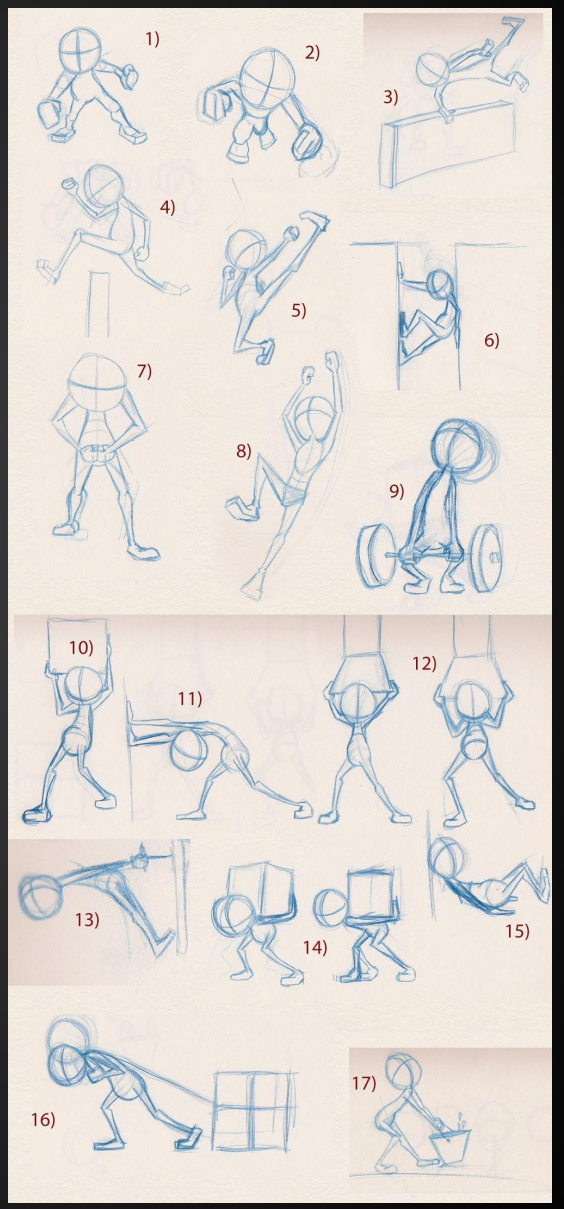
Balance



Exhaustion

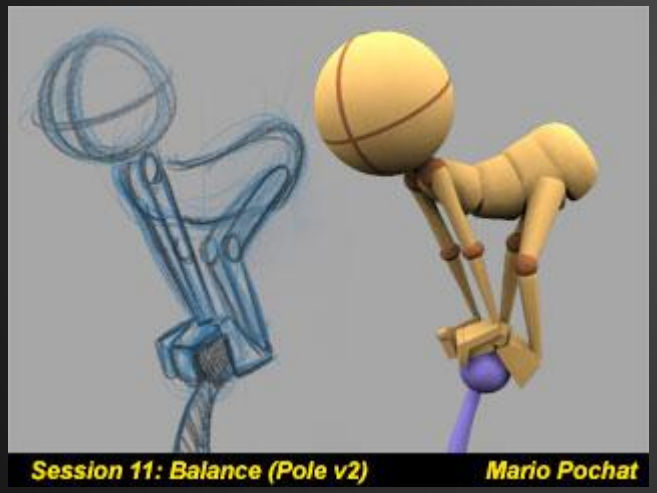


Strength



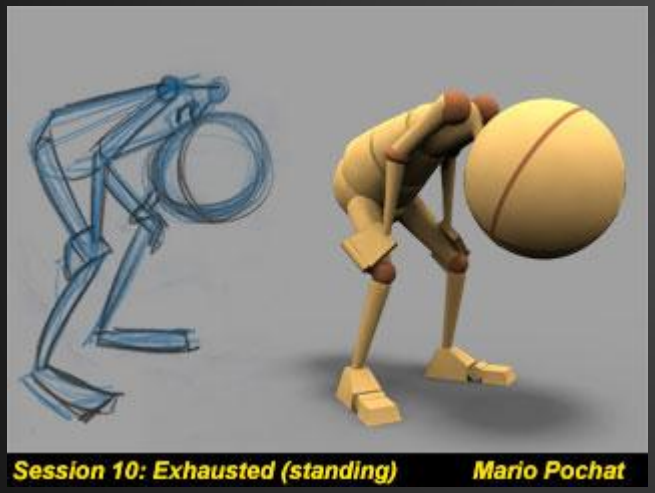
Poses

Once you have an idea, have refined your thumb, you will then sculpt the pose to capture the emotion and line.

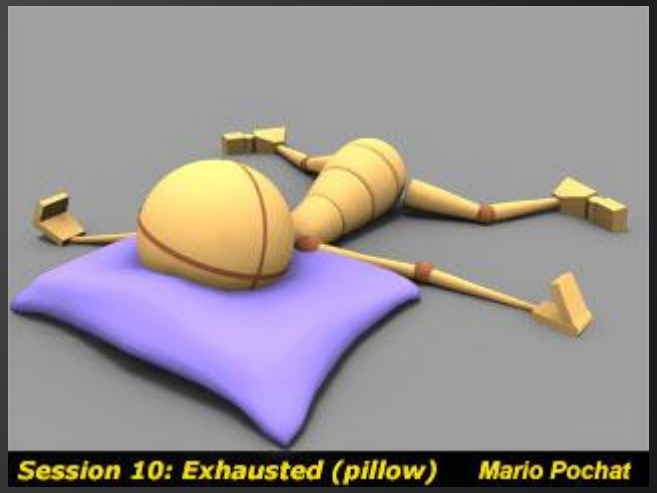


Poses

Thumbs do not need to be 'amazing'. They do need to capture the line, the gesture that you are crafting in 3d.



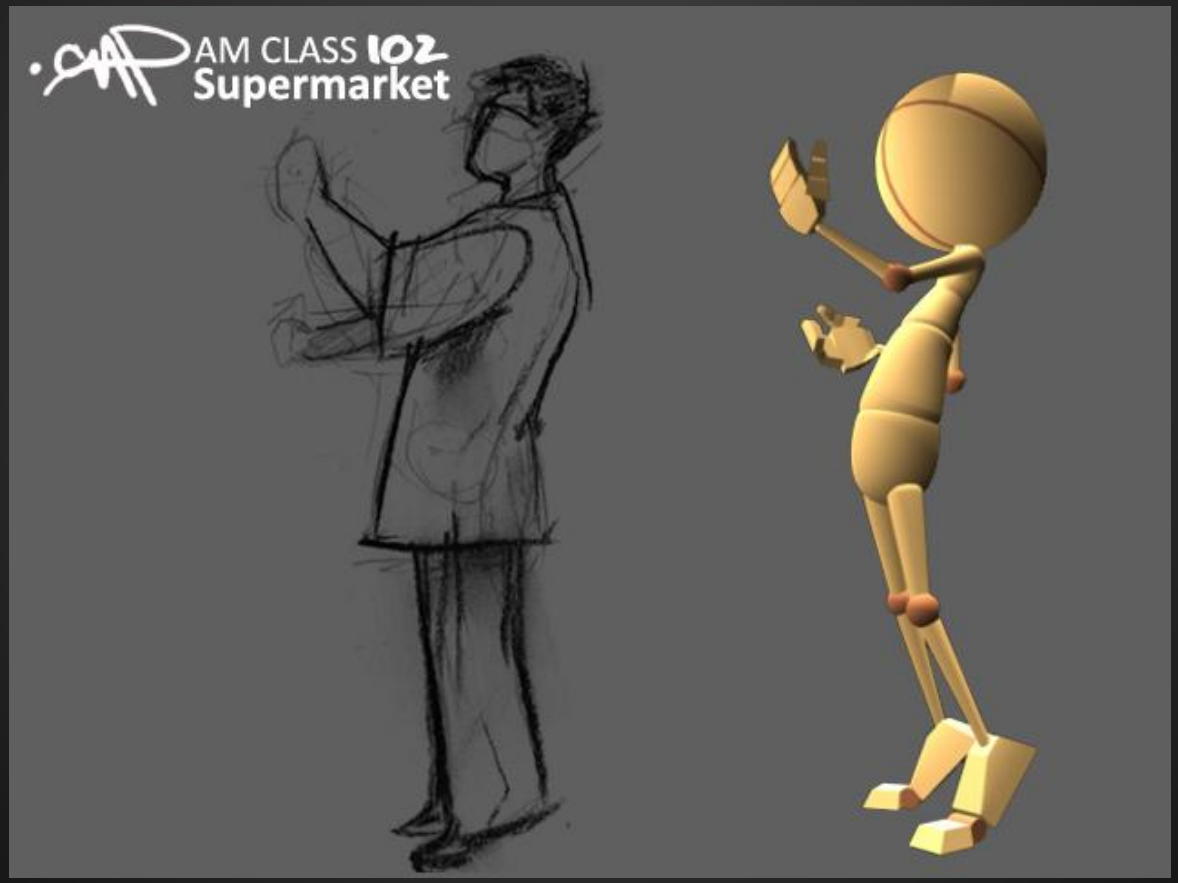
Session 10: Exhausted (standing) Mario Pochat



Session 10: Exhausted (pillow) Mario Pochat

Poses

You may not be the best draftsman, but you try, refine, and try again. You will get better.



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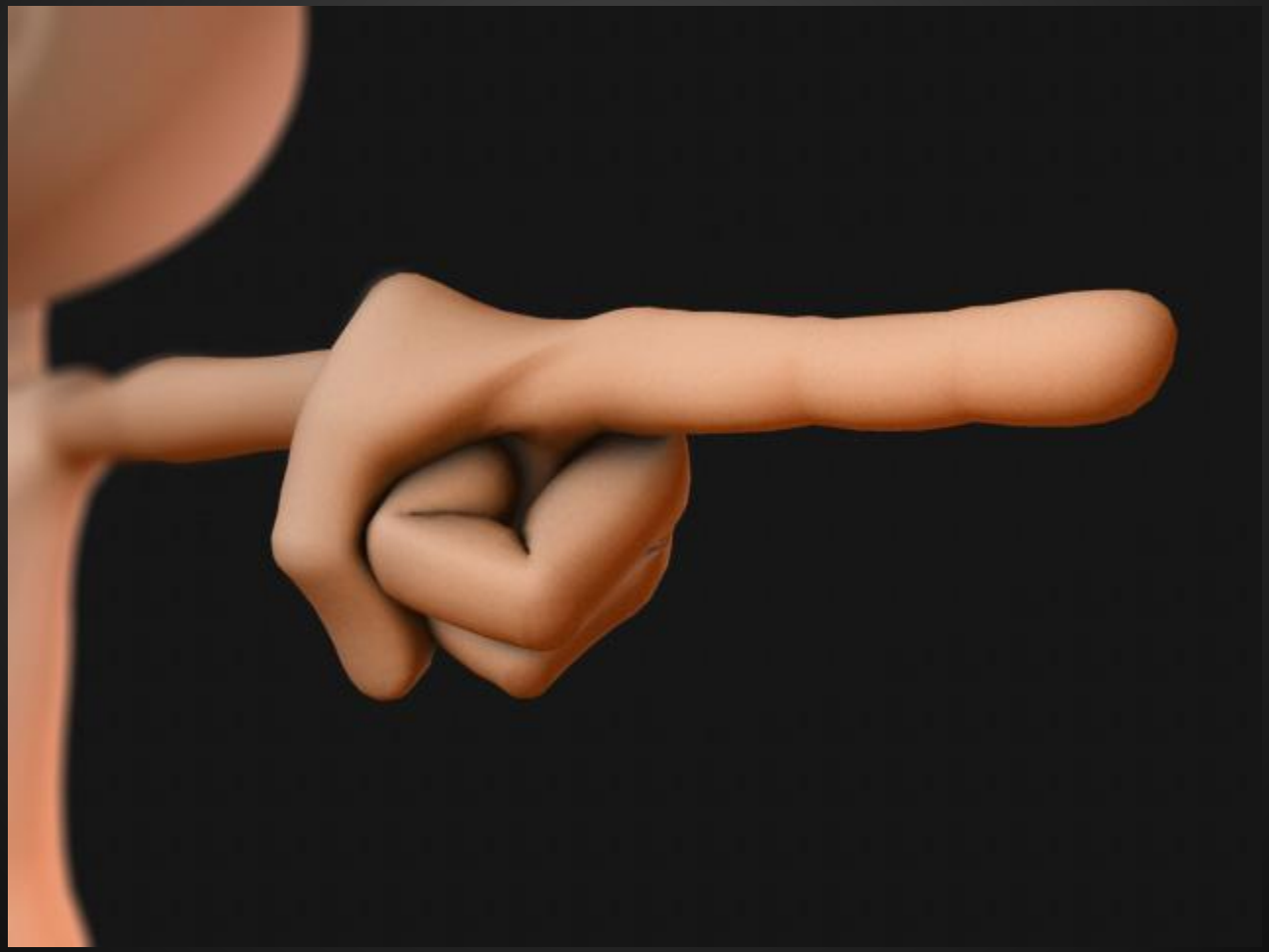
Remember that 'pose' extends down to the appendages.
The curl of a foot, toes, the arrangement of fingers.



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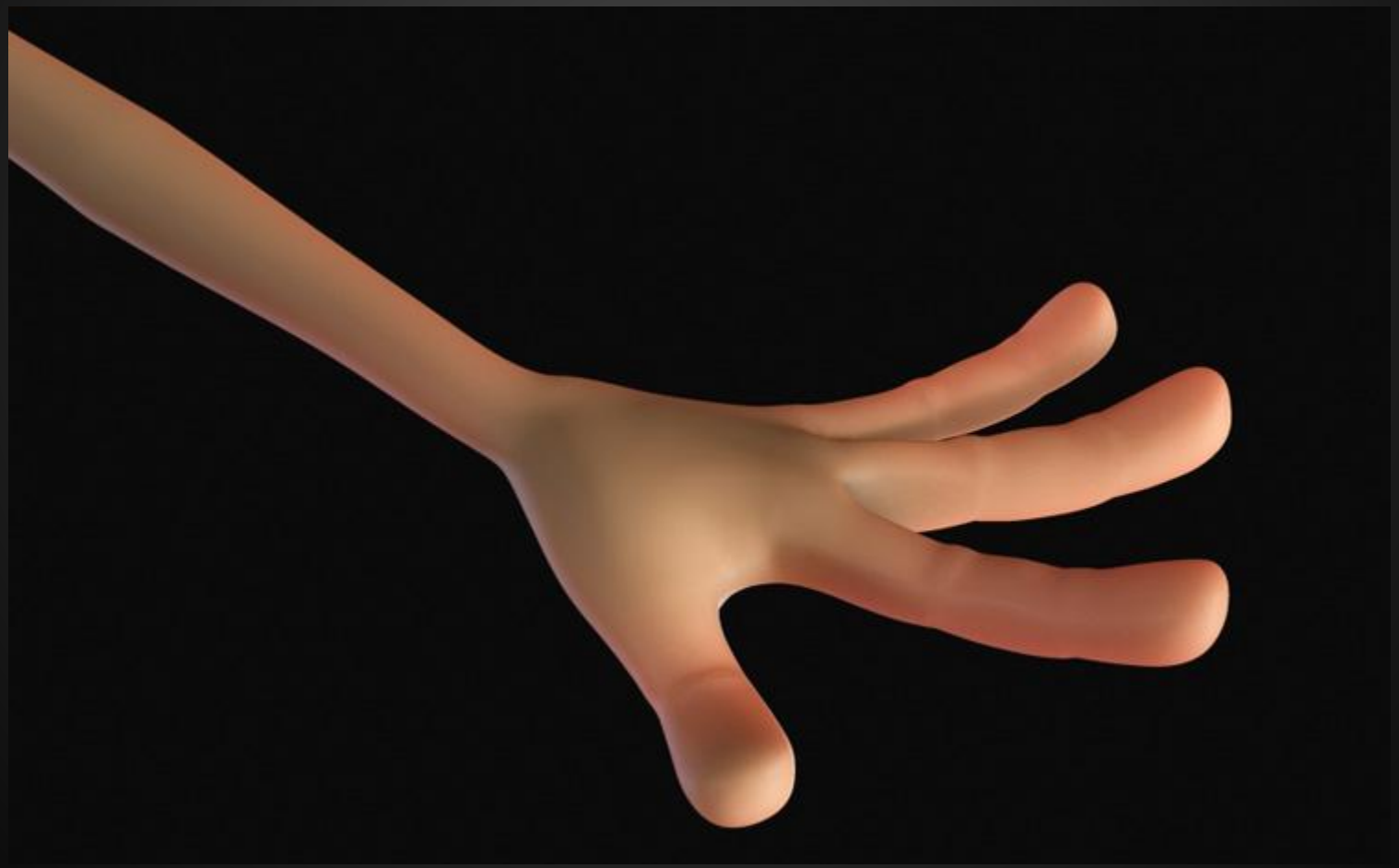

Poses

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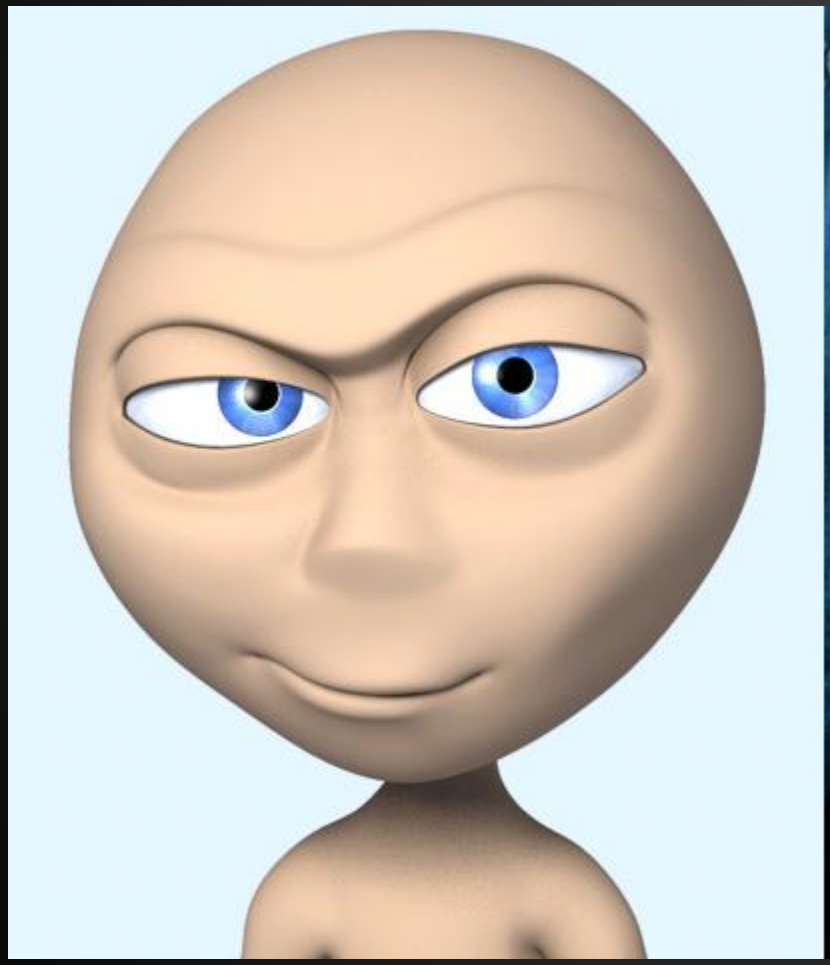

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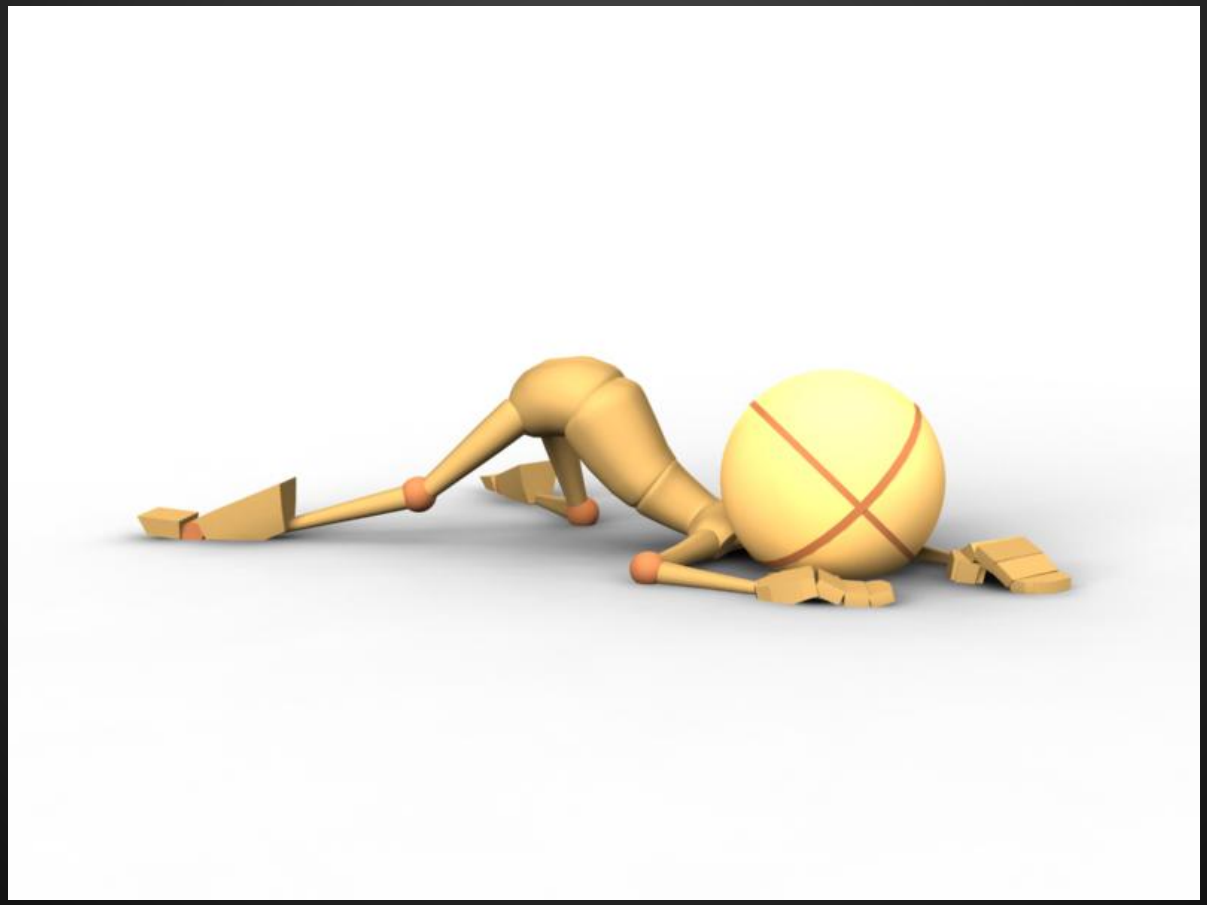
You could spend in total, an hour or more, sculpting a truly wonderful pose. The proof is in your final product..



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Finally, try different poses. Your first thought may not be your strongest.

Then render them out similar to what you have seen.